

HIGHLANDER

THE LAST OF THE MACLEODS



SAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR CD

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SIXTEEN CENTURIES TROUBLE IN LARSEN

never shook the earth. The shock waves from the loudest explosion caused the premature detonation of a large percentage of the stable nuclear weapons stockpile. Comments on linked and unlinked follow that. Confusion redefined itself overnight. The event is referred to as the "Great Catastrophe."

But mankind was not alone. The race of immortals was trying to be the last and doom the slaves just were present although they could do nothing but stand and watch while the world died.

These immortals, who said the point had kept them always separate from the problems of mankind, met together on what had now become known as the Hill

of Claph.



of Claph. Here they decided to lay down their arms and dedicate their lives to gathering all the knowledge necessary to allow mankind to rebuild. They all vowed not to kill another immortal and become betrayers of last one.

This was Foster. He refused to take the name and instead declared himself the last immortal. He was challenged by Connor MacLeod, who having already taken the name, could not win. He was quickly dispatched but his sacrifice was not in vain for it allowed the remaining Jettisons to control their fate. They would wait for the birth of another immortal. When he became old enough to handle the responsibility they would

already take the name, could not win. He was quickly dispatched but his sacrifice was not in vain for it allowed the remaining Jettisons to control their fate. They would wait for the birth of another immortal. When he became old enough to handle the responsibility they would

give all their knowledge to him. The immortal un-
lured by the oath the rest had taken, could defeat
Kortez.

And so they ruled. Korte left behind the mighty city
of Moztoma and from there he ruled over the isolated
remnants of mankind. The legends continued to the
four winds telling one of their number, Boreas, to
wait for the new immortal, the savior of mankind,
to be born.

YOU HAVE GROWN UP RELOADED

Until now, you lived out your life with the Dardens
on the high lands. And all changed when Cortez's
huntsmen attacked your village on a dark night. During
the attack you suffered a mortal wound and died.
Somewhere, you have been regenerated or reborn again,
but your previous life has been utterly destroyed. Your

mother has been murdered and your people cap-
tured. As the game opens, you are alone and
defenseless in the burned-out village that used to be
your home. You must find some way to rescue the
Dardens and Cyle, your life mate from before.

In addition to saving your adopted family and clan,
you must solve the mystery of your identity. Your
mother told you on her deathbed that you were not
her child. A stranger brought you to her soon after you were born. She
called you The Highlander and told you that Boreas, the hunter
selected to raise for you, would find you and help you fulfill your mysteri-
ous destiny.

1. INSERT GAME LANGUAGE CREDITS

1. Insert your PlayStation®2 game disc into your PlayStation®2 Multimedia Player and close the lid.

2. Insert your Memory Stick card (if you have one) into the cartridge slot of the CD player.

3. Press the **Power** button.

4. Press the **A**, **B** or **C** button to skip the **Title** screen and start the game.

YOUR MEMORY CONTROL MENU

names, and other options, will be saved as long as you have a Memory Track cartridge plugged into the CD player. If you do not have a Memory Track cartridge plugged in, the information cannot be saved and will be lost when you turn off your system.

SAVING OR LOADING A GAME

If you have a Memory Track cartridge, you can save a game's progress or the quest.

To save or load a game, press the **Pause** button at any point during a game. When you are paused, press the **C** button. You will see a menu that asks you to save or load a game. Press the **Up** or **Down** key to select **SAVE** or **LOAD**, and press the **Option** button to confirm your choice. If you choose **SAVE**, select one of the five slots and press the **Option** button again to confirm your choice.



If you do not own some chosen CD and select a saved game, Press the **Option** button to confirm your choice.

You can also delete a saved game to make room for a new game. Press **Up** or **Down** on the **Up** or **Down** key to select **DELETE GAME**. Press the **Option** button to confirm, select the game you want to delete and then press the **Option** button again. Press the **Pause**

button again to return your game.

HERE ARE SOME DIRECTIONS TO
HELP YOU IN YOUR QUESTS

KEYBOARD

logged up
logged down
logged left
logged right
Double click" logged up

Walk forward
Walk backwards
Turn left
Turn right
... Run

Press up on the **logged** track to quickly transition
to downrunning. Press down to stop.

ANALOG STICK
FOR MOVING
AND AIMING



Left
Stick
Right
Stick
Left
Stick
Right
Stick

STARTING

STARTING (STARTING)

A
B
C
A+down
B+down
C+down

Push
Upward
Back
Down left
Down right
Jump back



UNARMED (WALKING)

A

B

C

A+down

B+down

C+down

Walking pump

Leg sweep

Grounding opponent

Dodge left

Dodge right

Jump back

UNARMED (RUNNING)

A

B

C

A+down

B+down

C+down

Running pump

Back-overhead flip

Punch combo

Dodge left

Dodge right

Jump back

SWORD (STANDING)

A

B

C

A+down

B+down

C+down

Leg overhead strike

Kick sweep

Overhead chop

Parry to left

Parry overhead

Jump back

SWORD (WALKING)

A

B

C

A+down

B+down

C+down

Walking pump

Kick sweep

Swirl pole

Parry to left

Parry overhead

Jump back

SWORD (RUNNING)

A

B

C

A+down

B+down

C+down

Running pump

Kick sweep

Two-handed overhead chop

Parry to left

Parry to right

Jump back

GAS GUN (STANDING)

A

B

C

A+down

B+down

C+down

Shoot behind

Shoot forward

Shoot forward from hip

Dodge left

Dodge right

Jump back

GAS GUN (WALKING)

A	Walking jump
B	Shoot forward
C	Shoot forward from hip
A+down	Dodge left
B+down	Dodge right
C+down	Jump back

GAS GUN (RUNNING)

A	Running jump
B	Shoot forward
C	Shoot forward from hip
A+down	Dodge left
B+down	Dodge right
C+down	Jump back



PROCONTROLLER

If you own a ProController you can use the left and right **Trigger** buttons to rotate Quake in either direction. The **X** and **Z** buttons are the keys for some of the defensive maneuvers. The **X** and **Z** buttons are dodge right and left respectively. The **Z** button allows you to take a quick jump backwards.



A. ATARI

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